

STAR WARS™ **X-WING**™ MINIATURES GAME

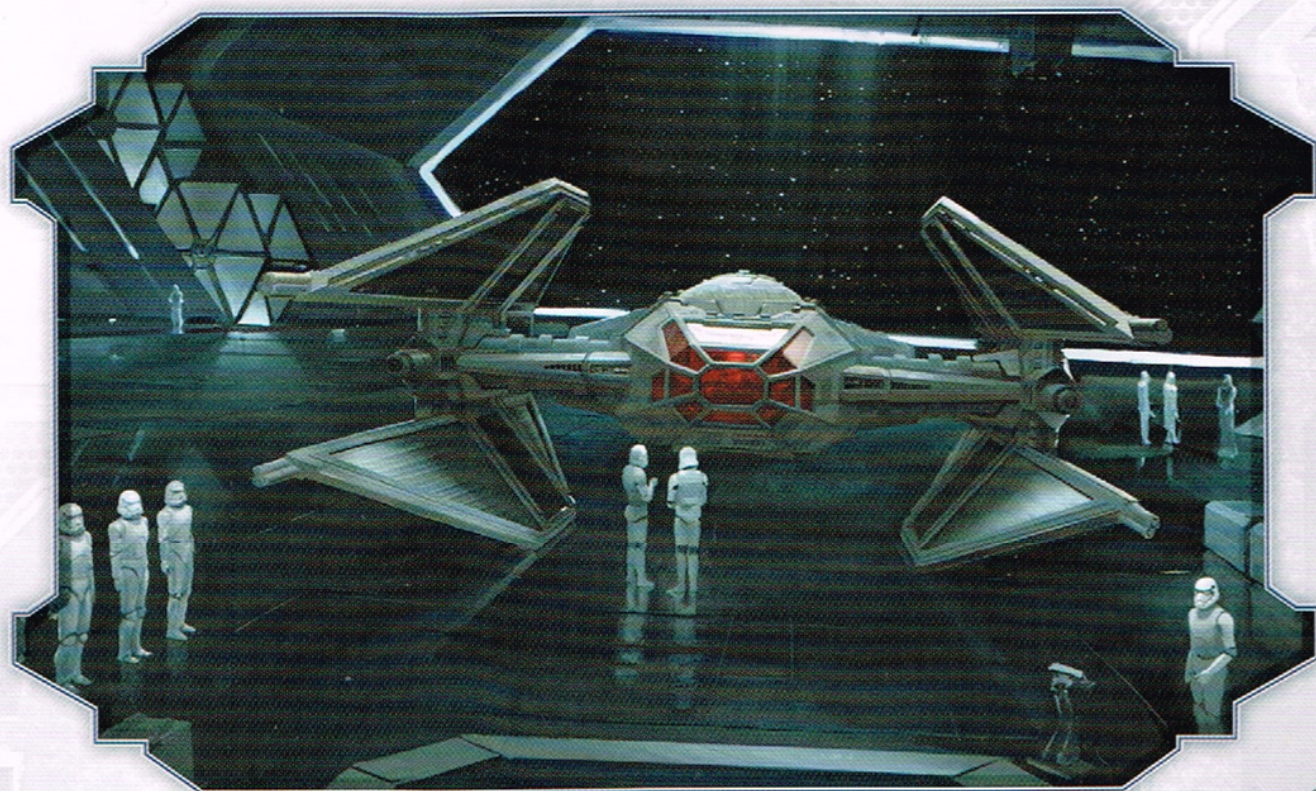
The **TIE Silencer** expansion pack introduces the First Order's premier starfighter, the TIE/vn space superiority fighter to the **X-Wing Miniatures Game**. Heavily armed and equipped with advanced maneuvering capabilities, the TIE silencer was the most advanced starfighter the First Order brought to bear against the Resistance. The rules for each of these additions can be found in the "New Rules" section of this rulebook.

All ships, cards, and tokens in this expansion pack follow the rules in the **X-Wing** rulebook. Ships and cards in this expansion pack may be used in any combination with other ships and cards in the **X-Wing** product line following standard squad-building rules.

COMPONENT LIST

- This Rulesheet
- 1 TIE Silencer Ship
- 1 Plastic Base
- 2 Plastic Pegs
- 2 Ship Tokens
- 1 Maneuver Dial

- 2 Shield Tokens
- 1 Condition Token
- 1 Focus Token
- 3 Stress Tokens
- 1 Critical Hit Token
- 2 Evade Tokens
- 2 Target Lock Tokens (SS, TT)
- 3 ID Tokens (#74)
- 1 Dial ID Token
- 4 Ship Cards, consisting of:
 - 1 Kylo Ren
 - 1 Test Pilot "Blackout"
 - 1 First Order Test Pilot
 - 1 Sienar-Jaemus Analyst
- 12 Upgrade Cards, consisting of:
 - 2 Debris Gambit
 - 1 Sensor Jammer
 - 2 Advanced Optics
 - 2 Primed Thrusters
 - 2 Threat Tracker
 - 2 Autothrusters
 - 1 First Order Vanguard
- 1 Condition Card:
 - 1 I'll Show You the Dark Side



NEW RULES

The following sections describe rules that players must use when playing with the components provided in this expansion pack.

NEW UPGRADE CARDS

MODIFICATIONS AND TITLES


Modifications and titles are special upgrades that do not appear in any ship's upgrade bar. Any ship may equip a modification or title unless the card is restricted to a specific type of ship. Each ship is limited to **one** modification and **one** title.

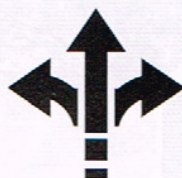


UNIQUE NAMES

This expansion pack includes Ship cards and Upgrade cards with unique names, as indicated by the bullet (•) to the left of the card's name. As with other cards that have unique names, a player cannot field two or more cards that share the same unique name, even if they are different types of cards.

BOOST

Ships with the  icon in their action bar may perform a boost action. To boost, follow these steps:



Boost Icon

1. Choose the [↑ 1], [↖ 1], or [↗ 1] maneuver template.
2. Set the maneuver template between the ship's front guides.
3. Move the ship to the opposite end of the template and slide the rear guides of the ship into the template.

Performing a boost does not count as executing a maneuver. A ship cannot boost if it would overlap another ship or an obstacle token, or if the maneuver template would overlap an obstacle token.





CONDITION CARDS

Condition cards are cards assigned by Ship and Upgrade cards that represent persistent game effects.

A Condition card is not in play until a game effect assigns it to a ship. When a Condition card is assigned, its text immediately resolves.

After a ship is assigned a Condition card, assign the associated Condition token to that ship as a reminder of the card's ongoing effect. That token is removed when the Condition is removed. A Condition that has been removed can be assigned again.



Condition Card



Condition Token

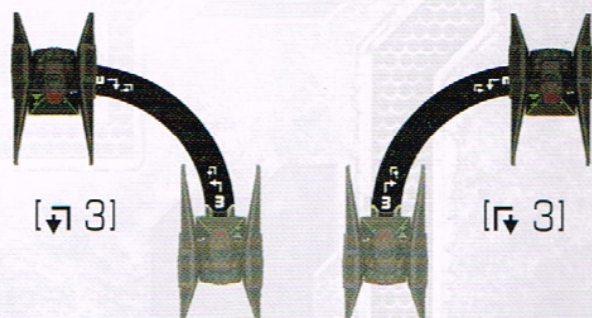
UNIQUE CONDITIONS

If one of your unique Conditions is already in play and one of your effects calls for it to be assigned again, remove the Condition card from the original ship and assign it to the new ship.

TALLON ROLL

The Tallon Roll left (↶) and Tallon Roll right (↷) bearings advance a ship at a tight curve to one side, sharply changing its facing by 180°. To achieve this facing, before the player places the ship at the opposite end of the template, he rotates the ship 90° to the left for a Tallon Roll left, or 90° to the right for a Tallon Roll right.

The side of the ship's base must be placed flush against the end of the maneuver template, and the end of the template cannot extend beyond the front or back of the ship's base.



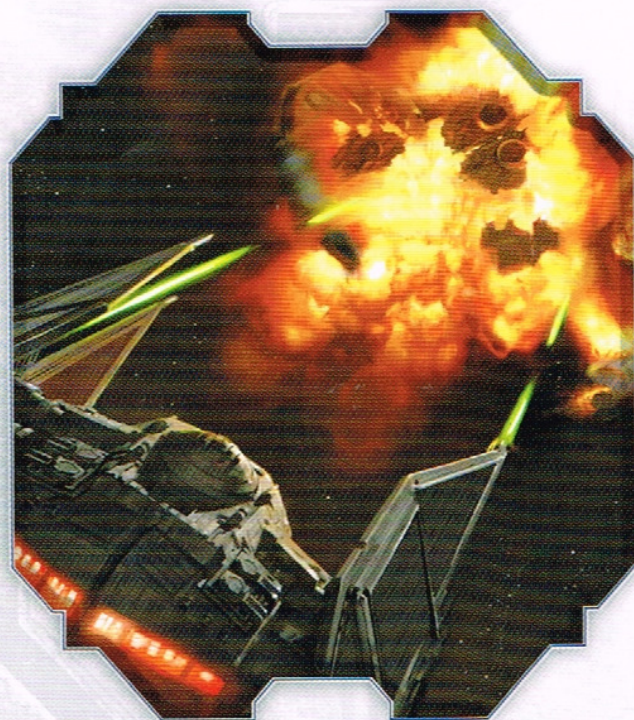
TIE SILENCER MANEUVERS

The table below lists all possible maneuvers that a TIE silencer can execute. Players can reference this table at any time.

TIE SILENCER									
5			↑						
4			↑					↻	
3	↶	↷	↑	↷	↶	↻		↻	
2	↶	↷	↑	↷	↶				
1	↶				↶				

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For additional material, support, and information, visit:
X-Wing.com



PROOF OF
PURCHASE

TIE Silencer
Expansion Pack
SWX68

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